



Ninety-Eighth Legislature - First Session - 2003
Committee Statement
LR 14CA

Hearing Date: February 10, 2003

Committee On: General Affairs

Introducer(s): (Schimek, Beutler, Cunningham, Janssen)

Title: Provide for gaming on Indian lands and an interdiction gaming zone

Roll Call Vote – Final Committee Action:

- X Advanced to General File
 - Advanced to General File with Amendments
 - Indefinitely Postponed
-

Vote Results:

- | | |
|---------------------|--|
| 7 Yes | Senators Connealy, Cunningham, Friend, Janssen, Landis,
Mossey, Schimek |
| 1 No | Senator Erdman |
| Present, not voting | |
| Absent | |
-

Proponents:

Senator Schimek
William Weidner
John Blackhaw
Harlan Braaten
Don Grant
Darren Wolfe
Loran Schmidt
Mark Peniska
Harry Muhlbach
Roger Trudell
Thelma Thomas
James Snow

Representing:

Introducer
The Venetian Las Vegas
Winnebago Tribe of Nebraska
Coast Casinos, Inc.
Omaha Tribe of Nebraska
Omaha Tribe of Nebraska
Charitable Gaming of Nebraska
Ponca Tribe of Nebraska
Self
Santee Sioux Nation
Santee Sioux Nation
Winnebago Tribe of Nebraska

Opponents:

Pat Loontjer
Charlene Schele Trout
Jonathan Krutz
Alvin Weasel
Morris Jackson
Joel Lamplot
CJ Bessey

Representing:

Gambling With The Good Life
Self
Gambling With The Good Life
Glad Tidings Church
Self
We The People
Self

Charles Nelson
John Dittman
Teri Lamplot
Charles Spence

Naomi Brummond

Gamblers Anonymous
Cornhusker Bank
Self
Nebraska Conference of the United Methodist
Church
Self

Neutral:

Bob VanValkenberg
Randy Meyer
Natalie Peetz
Michael McCann
Lori Crowther
Wanda Swanson
Jerry Bauerkamper
Deb Hammond

Representing:

Self
Self
Greater Omaha Chamber of Commerce
Choices
Choices
Choices
Nebraska Council on Compulsive Gambling
Choices

Summary of purpose and/or changes:

LR 14CA requires the Legislature to establish one interdiction gaming zone in the state and allows the Legislature to authorize up to five gaming facilities within the zone. LR 14CA requires the Legislature to provide for the regulation, operation and taxation of gaming in the interdiction gaming zone.

An interdiction gaming zone is defined as an area of the state within two miles of an adjoining state that allows gaming. The zone may not include reservations of federally recognized Indian tribes in Nebraska recognized as of October 1988 or Ponca Tribe trust lands in Knox County and Boyd County.

Gaming is defined in the proposal to mean any game played with cards, dice, equipment, or a machine for money, credit, or any representative of value if the game is not included within the definition of Class I or Class II gaming under the federal Indian Gaming Regulatory Act.

LR 14CA in (6) states that nothing in the statutes or Constitution of Nebraska prohibits or restricts gaming on Indian reservation land recognized as of 1988 and land in Knox and Boyd counties held in trust for the Ponca Tribe in accordance with federal law.

The proposal sets out how any revenue received by the state from gaming activities in the interdiction gaming zone would be distributed. LR 14CA states that portions of the revenue from the interdiction zone gaming will be allocated by the Legislature to counties or other political subdivisions, except the revenue can not go to any county in which interdiction zone gaming is conducted.

In addition, each tribe that is headquartered in Nebraska as of January 1, 2003 can receive five percent of the revenue if the tribe agrees not to conduct gaming on their reservation or trust land under (6). There were four tribes headquartered in Nebraska as of January 1, 2003. The

resolution states that the tribe may receive their five percent of the revenue without having to close or limit the gaming permissible at any tribal facility on Indian lands and in operation on January 1, 2003.

Explanation of amendments, if any:

Senator Ray Janssen, Chairperson